

Building the 2D animated film "The Magic Apple Tree and the Boy"

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Abstract: This topic aims to research and implement the construction of a 2D animated film titled 'The Magic Apple Tree and the Boy'. The main objective is to create an entertainment product suitable for children, while effectively leveraging digital technology in the production process. The research method combines theoretical knowledge of animated film design with direct experimentation to develop the idea. The topic is expected to provide a fresh and creative perspective on the field of animated short film production, while emphasizing its importance in edutainment and exploring the impact of technology on creative expression.

Keywords: Animated short film, educational entertainment, technological innovation, design theory, creative expression